

Data Design Interactive

Problems with current levels in Rock Raiders PSX NTSC

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Docs level (level 13). The first green crystal you find you cannot reach because a wall is in the way. The mod map being edited in such a way causes this.

There are missing mission briefings. Levels 31,32,33 and 34. Could these be supplied?

The end conditions (level 31) for the large teleporter and the small teleporter at the end must not be the same, or the minifigure will be teleported up in the large teleporter , and not the small one.

Rock whales do not have collision with each other. So perhaps it would be best that you do not have two or more Rock Whales, which may end up overlapping one another.

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